

## REMARKS

Claims 1, 4-8 and 10 remain in this application. Claims 1 and 4-11 are rejected. Claims 9 and 11 are cancelled herein. Claims 2 and 3 are previously cancelled. Claims 1, 8 and 10 are amended herein to address matters of form unrelated to substantive patentability issues.

Applicant herein traverses and respectfully requests reconsideration of the rejection of the claims and objection cited in the above-referenced Office Action.

Claims 1 and 4-11 are rejected as obvious over Suzuoki et al. (US 5,537,224) in view of Yasui et al. (US 6,320,580) under 35 U.S.C. §103(a). The applicant herein respectfully traverses this rejection. For a rejection under 35 U.S.C. §103(a) to be sustained, the differences between the features of the combined references and the present invention must be obvious to one skilled in the art.

It is respectfully submitted that the proffered Suzuoki and Yasui combination of references fails to teach or suggest a game system which comprises a texture moving means for simulatively moving the second texture on the polygons drawn by varying the two-dimensional coordinates in time-series.

In accordance with a claimed feature of the present invention, by varying the two-dimensional coordinates in time-series, the second texture is simulatively moved on the polygons so that the second texture, moving in this manner, appears to be a

moving image, although the second texture is actually a still image, not a moving image.

According to the invention, the still image texture put or pasted on the polygons displayed on the game screen are moved by varying the two-dimensional coordinates obtained by the coordinate transformation, and this enables specific representation or expression on the polygons.

Additionally, in the present invention, the two-dimensional coordinates of the second texture may be calculated by transforming three-dimensional coordinates of vertexes of the polygon. Thus, the coordinates of the second texture need not be stored as data for the vertexes of the polygon, and the coordinates of the second texture can be calculated by transforming the coordinates of the vertexes of the polygon. Therefore, an amount of data to be stored may be reduced.

In the above respect, Yasui et al. merely teaches displaying polygons on a display of two-dimensional plane, and does not teach or suggest moving the texture drawn on the polygon. Additionally, with regard to Suzuoki et al., while this reference teaches that the texture is put or pasted on the polygon (col. 4, lines 11-61, & Fig. 5), and that the texture may be a moving picture (col. 4, lines 46-49), Suzuoki et al. does not teach, however, moving the two-dimensional coordinates to move the texture of still picture on the polygon, thereby achieving the image display like a moving picture using the texture of the still image.

In summary, the references Suzuoki and Yasui do not teach or suggest that a game system comprises a texture moving means for simulatively moving the second texture on the polygon drawn by varying the two-dimensional coordinates in time-series, and therefore the combination of references fails to provide all claimed elements as properly required for establishing a *prima facie* case of obviousness. Thus independent claims 1, 8 and 10, and the remaining claims depending therefrom, are not obvious in view of the cited references for the reasons stated above. Reconsideration of the rejections of claims 1, 4-8 and 10 now pending in the application and their allowance are respectfully requested.

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,  
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